

# Enchanted Scepters™

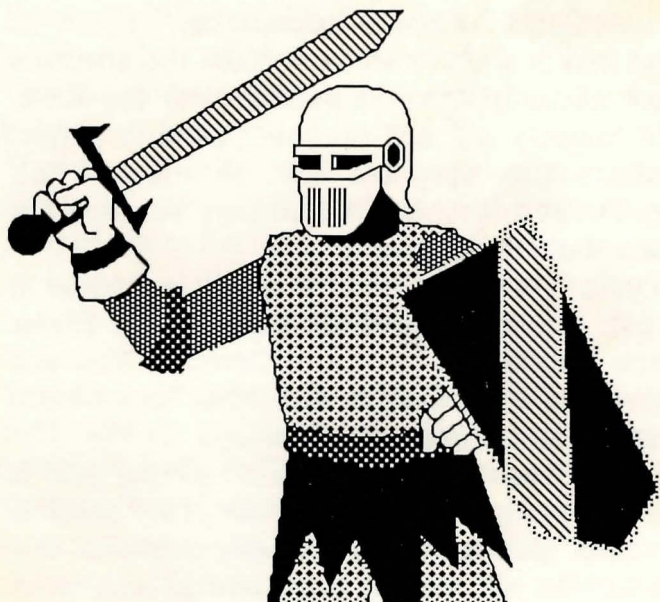
and the

**World Builder™**

adventure game creation system

programmed by

**William C. Appleton**



**RealSound™** programmed by Eric Zocher

Artwork by

William C. Appleton & Martin E. Funderlic

**Enchanted Scepters™** designed by  
William C. Appleton, Martin E. Funderlic,  
Charlie Jackson & Glen Arnold

Special thanks to Bill Atkinson and Gary Hornbuckle for  
invaluable suggestions.

## The Scenario

It is dark times in the tiny kingdom of Callion. The evil Hurks are massing a great army to the south. There is only one hope left, Elron, the great old wizard. He can repel the invasion with a mighty spell, but only if he has in his possession the four enchanted scepters that were lost decades ago in the Great Wars.

You are Saber, Elron's apprentice. Elron is convinced that only you can search out the scepters and return alive. Elron has spoken with the King. Soon His Majesty will call on you. Little is known about where the scepters are, but Elron has managed through his powerful sorcery to gather a small amount of information.

The northern realm around the castle is tangled in thick forest. Below the woods lies a dusty Elven palace now haunted by an Earth Demon. You will have to overcome the Demon and other foes before the way to the Earth Scepter is clear.

To the southeast lies an emerald jungle and a prehistoric valley. In the darkest corner of the brush a Mayan temple rises to the sun. Every corner of the temple is loaded with deadly traps and pitfalls. It is said that this is where the Air Scepter was last seen.

The Fire Scepter burns in the great desert to the southwest. The Hurks roam the sands in search of spies, and a satanic Fire Demon guards his ancient pyramid with legions of the undead.

The Sea Scepter disappeared long ago when the ancient kingdom of Atlantis sunk into the ocean. The fables say the kingdom still exists, underwater. Could it be?

Callion is depending on you, Saber. Good luck.  
**You'll need it!**



## Getting Started

To start up, turn on your Macintosh and insert your **Enchanted Scepters™** disk. Be patient, it does take a while to load. Once it is loaded, you'll find yourself in the first scene of the game. To change the volume of the sound, choose About Enchanted Scepters from the Apple menu and move the slider bar by clicking in it.

## Playing

Then, to move from one location to another, you have three choices: choose a direction in the Commands menu; type in the direction (for example "north"); or use one of the Command-key shortcuts, such as Command-N for North. It's a good idea to create a map (use graph paper and draw adjoining boxes). But, be forewarned that it is easy to get lost in the desert and magic is at work in other places to move you in mysterious ways.

Other frequently used commands appear in the Commands menu. Here's what they do:

<b>Up</b>	Move up.
<b>Down</b>	Move down.
<b>Look</b>	Describes the current scene.
<b>Rest</b>	Helps restore strength and pass time.
<b>Status</b>	Describes your experience, wealth, armor, spiritual and physical well-being and how many uses are left for certain weapons.
<b>Inventory</b>	Lists the contents of your pack.
<b>Search</b>	Takes a closer look at the current location.
<b>Open</b>	Open something (like a door or a box).
<b>Close</b>	Close something.

Other commands can be used by typing them in the text window. Usually only one or two word commands can be understood. For example, you might type in "read book" and then hit the Return key or you might try something like "break glass." Occasionally you must type in "yes" or "no" in response to a question. The command "get" followed by an object's name can be used to add it to your pack.

Sooner or later you will meet one of the many characters in **Enchanted Scepters™**. If a fight gets started, you have four options:

- 1) Fight by choosing one of the weapons listed in the Weapons menu.
- 2) Cast one of the magic spells in the Weapons menu.
- 3) Offer any object you own as a bribe (for example, you might type in "offer axe").
- 4) Try to run away by choosing a direction.

If you choose to fight, pay attention and evaluate how effective and how accurate each weapon is. You can also use the "aim" command. You type in "aim head," "aim chest" or "aim side" and then use your weapon by choosing it in the pull down menu.

Attacks from enemies and monsters deplete your physical and spiritual strength. If either strength goes too low, you die. Experience and wealth indicate how well you are doing.

You'll often see objects in a scene when you arrive, or find them with the Search command, or an opponent will drop them. To get one of these objects and add it to your inventory, just click on it. If you acquire a new weapon, it will automatically be added to the Weapons menu. Clicking on doors usually causes them to open or close. But watch out, sometimes clicking on an object or character will produce unexpected results!



Having objects in your possession may make a difference when you try to do things. For example, to open a locked door, you may need a certain key. If you have that key, the door will open. To be able to see in a dark area, you may need a light of some sort. There may be times when you want to leave an object where you are, or put it down. The command to do this is "drop" followed by the name of the object, for example "drop jewels."

Having armor helps protect you from enemy blows. You can switch what you are wearing if you have two similar items with the "wear" command, for example, "wear helmet."

The text window can be scrolled backwards or forwards by pressing the mouse button with the pointer located in either the up or down end of the scroll bar.

### Be Adventuresome

Yes, be adventuresome, after all this is an Adventure Game! We've purposefully not given you too much information here. The fun of playing **Enchanted Scepters™** is wandering around seeking helpful objects, discovering clues, and doing battle when necessary. Try playing in groups. **Enchanted Scepters™** could be the hit of the next party you throw.

Be creative! Try anything and everything. Go through the same scenes more than once. Do lots of searching. Try resting in scenes where it looks like something else might happen (there are lots of random events in the game).

But most of all, **HAVE FUN!**

### Saving and Quitting

When you reach a point in your game where you want to stop, you can save it so that you can resume it later. The first time, choose Save As from the File menu. A dialog box appears, with a place for you to type a name. Type in a name, for example "In Troll's Lair," and hit Return or click on the Save button.

Another reason for saving is to have a place to resume from in case you get killed (it will happen from time to time). This lets you avoid having to play through the same scenarios over and over again to get back to where you were (that can get boring).

As you progress through the game you can simply choose Save from the File menu to update the last saved game. If you want to have several saved games that are at various stopping points, use Save As each time you want to save off a different one.

There is space on the original disk for only one saved game. In order to save many different games, use a separate data disk. If you have two disk drives, insert a disk into the second drive, choose Save As, click in the Drive button to switch over to the data disk, and then enter the new name. With one drive, click the Eject button and then insert your data disk.

To resume playing a saved game, first choose Close from the File menu, then choose Open. You'll see the standard dialog box for opening a file, listing the saved games on the current disk. If it's not the right disk, insert the data disk in the second disk drive and the files on that disk will automatically be shown (or, with one drive, click on Eject and then insert the data disk).

Select the name of the saved game you want by clicking on it, then clicking in the Open button. There you are, right back where you were when you saved it. When you're done with a session of playing **Enchanted Scepters™** just choose Quit from the File menu and the original disk will be ejected and the Mac will restart.



© Copyright 1985 by Silicon Beach Software, Inc.

P.O. Box 261430

San Diego, CA 92126

**Enchanted Scepters™**, **World Builder™** and **RealSound™** are

trademarks of Silicon Beach Software, Inc.

Macintosh™ is a trademark licensed to Apple Computer, Inc.